# Editor I CA-16D

**Professional Lighting Controller**

# User Guide

*Please read these instructions carefully before use*

## TABLE OF CONTENTS


1.Safety Instruction

2.Technical Specification

3. Installation

4. Overview

- 4.1 Front View
- 4.2 Rear View

5. Operation Guide

- 5.1 Stand by mode
- 5.2 Programming mode
- 5.3 Create a Scene
- 5.4 Create a Chase
- 5.5 Light Show
- 5.6 Running a Scenes
- 5.7 Insert a Scene
- 5.8 Overwrite a Scene
- 5.9 Delete a Scene
- 5.10 Delete a Chase
- 5.11 Clear all Memory

6. Fixture Cleaning

## 1. Safety Instruction

Please read the user manual carefully as it includes important information regarding details of operation, maintenance, and technical data. Keep this manual with the unit for future consultation.

**WARNING!**

- Avoid any flammable liquids, water or metal objects entering into the unit.
- If any liquid are spilled on the unit, disconnect the power supply to the unit immediately.
- If the serious operation problems happen please stop using the unit immediately and contact your local dealer for servicing.
- Do not open the unit which no user serviceable parts inside.
- Never try to repair the unit by yourself. Repairs by unqualified people could cause damage or faulty operation. Contact the nearest dealer as soon as possible.

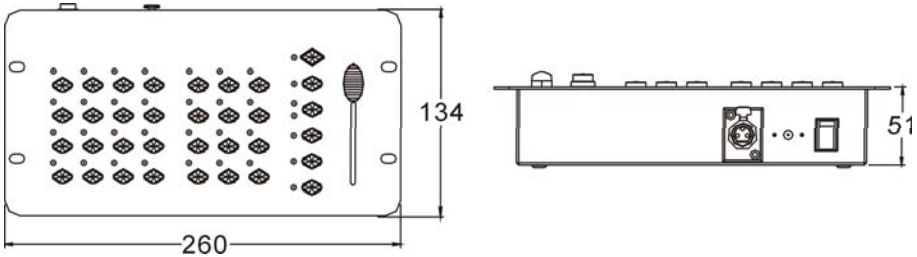
**CAUTION!**

- After removed the packaging, checking that the unit is not damaged in surface. If doubt, please do not use it and contact an authorized dealer.
- Packaging material (plastic bags, polystyrene foam, nails, etc.) Must be left within children's reach, as it can be dangerous.
- Never use the unit under the following conditions:
  1. Excessive humidity.
  2. Vibrations.
  3. Temperature of over 45℃/113℉ or less than 2℃/35.6℉.
  4. Protect the unit from excessive dryness or humidity ( recommend conditions are between 35% and 80%).
- Do not dismantle or modify the unit, the warranty will lose efficacy.



## 2. Technical Specification

- 16 DMX channels
- 12 fixtures control by 1 DMX channel
- 12 chases of 500 programmed scenes memory and selection
- Adjustable fader time
- Blackout function
- Built-in microphone for Music triggering
- Power supply: DC 9~12V 300mA
- Weight: 1.25 kg
- Dimension: 260x134x51 (mm)

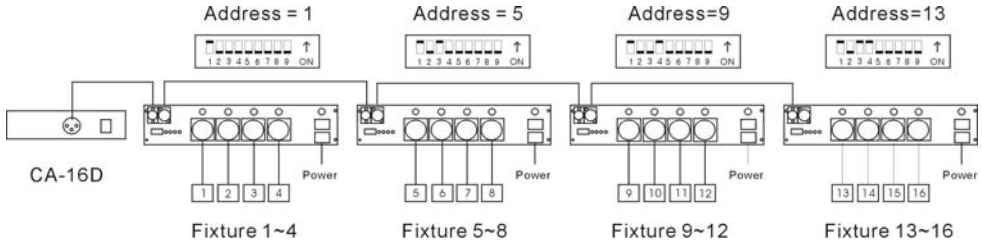



## 3. Installation

The controller can be control up to 16 unit effect lightings. The method is linking the controller to the **DMX switch power pack** (CA-416) together and then linking to the effect lighting. Each DMX switch power pack unit can be supply 4 unit effect lightings maximal.

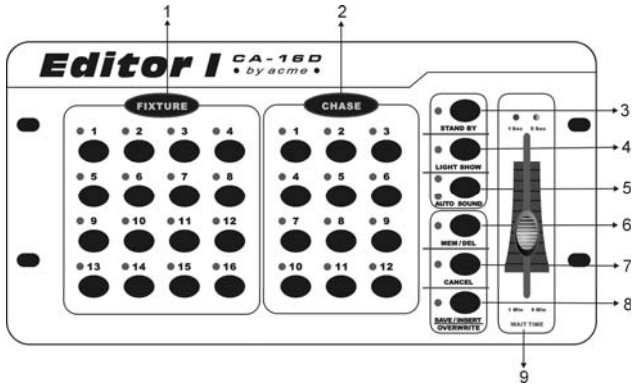
Connect the controller to the DMX switch power pack together in a “daisy chain” by XLR plug cable from the output of the unit to the input of the next unit.

Each DMX switch power pack unit needs to have an address to receive the data sent by the controller. The address number is between 0~16 (usually 0 & 1 are equal to 1).
Please refer to the following diagram to link the system together.



# 4. Overview

## 4.1 Front View:




**1. Fixture** To select fixtures 1~16.

**2. Chase** To select chase 1~12.

**3. Stand by** To stand by the unit or into programming mode.

**4. Light show** To running the chase.

**5. Auto/Sound** To set Auto mode and Sound Mode.

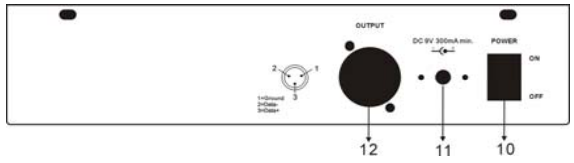
**6. Memory/Delete** To edit exist scenes or delete a chase.

**7. Cancel** To delete a scene.

**8. Save/Insert/Overwrite** To set Save/Insert/Overwrite three modes.

**9. Wait time** To set wait time when running a chase. The wait time between scenes within the range of 1 second to 1 minute or 5 seconds to 5 minutes when running light shows.

## 4.2 Rear View :




**10. Power switch** On/Off the power.

**11. DC INPUT** DC 9 ~12V, 300mA min.

**12. DMX OUT** To send DMX signals to DMX Switch Pack (CA-416), use 3-pin XLR plug cable to link the fixture together.



# 5. Operation Guide

**General**

The unit can be easily control the lighting fixtures by pressing the relevant buttons showing on the control panel. Then save all these scenes step by step in a memory to create a chase (show). The controller allows you to program 12 chases with 485 programmable scenes maximum.

## 5.1 Stand by mode

When power is turned on, the controller enters stand by mode automatically. The led lights up indicating stand by mode in active.

## 5.2 Programming mode

Press the **STAND BY** button, the led lights off indicating programming mode in active.

## 5.3 Create a Scene

1. Enter Program mode.
2. Select **FIXTURES** buttons (1~16) as many as you want to control to create a desired scene.

3. Press the **SAVE** button and select desired **CHASE** button (1~12) to store your scene.

## 5.4 Create a Chase

1. Enter Program mode.
2. Select **FIXTURES** buttons (1~16) as many as you want to control to create a desired scene.

3. Press the **SAVE** button and select the desired **CHASE** button (1~12) to store your scene.

4. Repeat steps 2 & 3 as many times as you want until the controller's memory is full.
5. You can save the scene up to 500 scenes in a chase or split in 12 chases.

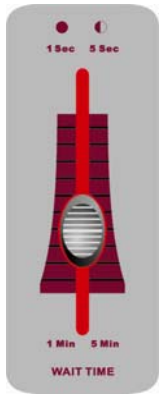
## 5.5 Light Show

1. Press the **LIGHT SHOW** button. The led will light up indicating light show mode is active.

2. Press the **AUTO/SOUND** button to activate Auto mode or Sound mode.
3. There are two auto modes, the red led will lights up indicating Auto Mode 1 in active. Hold on the button about 3 seconds to activate Auto Mode 2 and the led will blink.
4. In Sound mode, the green led will lights up indicating sound mode in active, the Light show will be triggered by music.

5. Press the desired **CHASE** button (1~12) to run a chase. The fixtures of the scene will lights up at the same time.






6. In Auto mode, you can set the wait time by using the slider. The red led lights up indicating auto mode 1 in active, you can set the wait time from 1 second to 1 minute. When you hold on the button about 3 seconds, the red led will blink indicating auto mode 2 in active, you can set the wait time from 5 second to 5 minute.

## 5.6 Running a Scenes

1. Enter Program mode.
2. Press the **MEMORY** button and the led will blink.

3. Press the desired **CHASE** button (1~12), the scene will be run.
4. Repeat step 3, the next scene will be run after the last scene.

## 5.7 Insert a Scene

1. Enter Program mode.
2. Press the **MEMORY** button and the led will blink.

3. Press the desired **CHASE** button (1~12) to choose the position which you want to insert a scene. You can view the scene one by one.

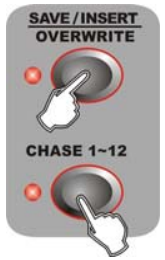
4. Create a new scene.
5. Press the **INSERT** button and the led will blink.

6. Press the desired **CHASE** button (1~12) you selected again to insert the new scene.

## 5.8 Overwrite a Scene

1. Enter Program mode.
2. Press the **MEMORY** button and the led will blink, you can view the scene one by one.

3. Press the desired **CHASE** button (1~12) to choose the position which you want to overwrite a scene. You can view the scene one by one.



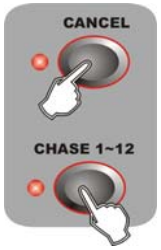

4. Create a desire scene.
5. Hold on the **VERWRITE** button and then press the desired **CHASE** button (1 ~ 12) which you want to overwrite a scene.

## 5.9 Delete a Scene

1. Enter Program mode.
2. Press the **MEMORY** button, and the led will blink.

3. Press the desired **CHASE** button (1~12) to choose the position which you want to delete a scene. You can view the scene one by one.



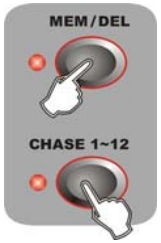



4. Hold down the **CANCEL** button and then press the former selected button to delete a scene.

## 5.10 Delete a Chase

1. Enter Program mode.
2. Press the **MEMORY** button and the led will blink.

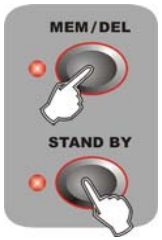
3. Press the former **CHASE** button (1~12) that you want to delete.




4. Hold down the **MEMORY** button and then press the former **CHASE** button (1~12) to delete a chase.

## 5.11 Clear all Memory

1. Press the **BLACKOUT** button for 3 seconds. The led will blink indicating clear memory mode in active.




2. Hold down the **MEMORY** button and then press the **STAND BY** button, all memory will be deleted.

## 6. Fixture Cleaning

The cleaning of internal and external optical lenses or mirror must be carried out periodically to optimize light output. Cleaning frequency depends on the environment in which the fixture operates: damp, smoky or particularly dirty surrounding can cause greater accumulation of dirt on the unit's optics.

- Clean with soft cloth using normal glass cleaning fluid.
- Always dry the parts carefully.
- Clean external optics at least every 20 days and internal optics at least every 30 days.

**EC－ Declaration of Conformity**

We declare that our products (lighting equipments) comply with the following specification and bears CE mark in accordance with the provision of the Electromagnetic Compatibility (EMC) Directive 89/336/EEC.

EN55014-2: 1997 A1:2001, EN61000-4-2: 1995; EN61000-4-3:2002;
EN61000-4-4: 1995; EN61000-4-5: 1995, EN61000-4-6:1996,
EN61000-4-11: 1994.

&

**Harmonized Standard**

EN60598-1: 2000+ALL:2000+A12:2002
Safety of household and similar electrical appliances
Part 1 : General requirements



**Innovation , Quality , Performance**